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<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
USPT	14 and (class or classes or classed)[ti,ab]	9	<u>L9</u>
USPT	14 and hierarch\$[ti,ab]	10	<u>L8</u>
USPT	16 and 12	17	<u>L7</u>
USPT	14 and (hierarch\$ or level\$)[ti,ab]	104	<u>L6</u>
USPT	11 and 14	1	<u>L5</u>
USPT	(conferenc\$ or (focus\$ near2 group\$))[ti,ab]	1294	<u>L4</u>
USPT	11 and 12	0	<u>L3</u>
USPT	(709/204 OR 345/330 OR 370/260).CCLS.	520	<u>L2</u>
USPT	moderator[ti,ab]	342	<u>L1</u>

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moderat\$ same respondent\$

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<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
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USPT	moderat\$ same client\$ same respondent\$	0	<u>L10</u>
USPT	14 and (class or classes or classed)[ti,ab]	9	<u>L9</u>
USPT	14 and hierarch\$[ti,ab]	10	<u>L8</u>
USPT	16 and 12	17	<u>L7</u>
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USPT	(709/204 OR 345/330 OR 370/260).CCLS.	520	<u>L2</u>
USPT	moderator[ti,ab]	342	<u>L1</u>

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L11: Entry 4 of 10

File: USPT

Feb 29, 2000

DOCUMENT-IDENTIFIER: US 6032177 A

TITLE: Method and apparatus for conducting an interview between a server computer and a respondent computer

BSPR:

The process of preventing unqualified respondents from answering prescribed questions is known as "moderation". In general, there are three ways to conduct an interview in which respondents are moderated: (i) moderation by the respondent, (ii) moderation by the interviewer, and (iii) moderation by a computer or other computing device.

BSPR:

Moderation by the respondent is typically performed by providing the respondent with instructions which accompany the questions of the interview. For example, one instruction might be the text "If you answered YES to the last question, please skip to question 9". Moderation by the respondent is typically accomplished with self-administered questionnaires, which may be sent to the respondent by mail, facsimile transmission or electronic mail transmission. Moderation by the respondent is not preferable, and is the least reliable method of moderation because a respondent may inadvertently or deliberately fail to follow the instructions.

BSPR:

Moderation by the interviewer is typically performed by providing the interviewer with instructions and the questions of the interview. Moderation by the interviewer is typically accomplished with face-to-face interviews and telephone surveys (with or without computer assistance). This method of moderation is likewise not preferable because the interviewer may ask leading questions or have biased opinions which affect the respondent's answers.

BSPR:

Moderation by a computer or similar computing device does not suffer from the above-described drawbacks of moderation by a human respondent or interviewer. Moderation by a computer may be accomplished by providing a computer programmed to conduct an interview at a booth, cubicle, kiosk or similar location accessible to the public. Answers received by each computer at each location are stored and later collected and compiled. However, requiring respondents to physically travel to computer locations is less desirable than allowing respondents to answer from more convenient locations such as their homes. Furthermore, collecting and compiling answers from a number of locations is time consuming and thus is undesirable.

BSPR:

Moderation by a computer may also be accomplished by providing respondents with a disk storing software which, when run on a computer, conducts an interview. The respondent's answers are stored on the disk. After the interview, each respondent returns his disk and the answers on the disks are compiled. This method of accomplishing moderation by a computer suffers from the need to collect and compile answers from a number of returned disks, and requires respondents to have the appropriate computer hardware and operating system to run the software stored on the disk.

BSPR:

Because of the stateless relationship described above, an interview which includes moderation may not be easily performed over the Internet. In fact, it is generally believed that surveys and similar complex interviews cannot be successfully conducted over the Internet. Since there is no "memory" of what

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L11: Entry 8 of 10

File: USPT

Nov 1, 1994

DOCUMENT-IDENTIFIER: US 5361200 A
TITLE: Real time data collection system

DEPR:

The logic flow follows arrow 125 from FIG. 4A to FIG. 4B, arriving at function block 130 wherein CPU 20 waits for a keystroke by the systems operator on keyboard 22. At this point in the data collection session, a human moderator would give a brief introduction and perhaps run through one or two trial questions, thereby allowing the respondents to get used to the system equipment and procedures. When it is time to begin the actual data collection session, the moderator would then read question #1. At this time the systems operator types the letter "B," which is detected by decision block 132. Once that occurs, CPU 20 sends a "begin" message, by use of function block 152, by sending the following data message via junction box network 32: 255, 19, QUESTION NUMBER. The effect of this message is to tell all of the junction boxes 30 and smart keypads 50 that it is now time for the respondents to answer the question, and also tells smart keypads 50 to display the following message on display 68: "Question #1, Answer now."

DEPR:

Another feature the systems operator can take advantage of is to allow the respondents to take a break during a question and answer session. After the moderator announces that a break will be taken, the systems operator can type the letter "T" which is detected by decision block 150. The logic flow then proceeds to function block 216 which sends a "take-break" message to each of the keypads 50 using the following data message: 254, 29, TIME LEFT (in minutes). A message will then appear on the display 68 of each of the keypads 50, as follows: "Please return in (.sub.----) minutes." The number of minutes can be hard-coded for ten (10) minutes, for example, or can be determined by the systems operator who enters that information after typing in the initial "T". After this message is sent, function block 218 starts a loop to count down the remaining break time. As function block 218 counts the time down from, for example, fifteen (15) minutes to zero (0) minutes, a decision block 220 detects when that time reaches zero (0). When the time has reached zero (0), the logic flow returns to function block 130, waiting for the next keystroke.